

### IN THE CLAIMS

Please amend the claims as follows:

1-19. (Canceled)

20. (Currently Amended) A method comprising:

selecting a mode, the mode is FRONT\_ONLY, BOTH\_SIDES, or BACK\_ONLY;

determining a viewing angle;

determining an object angle defined by a planar object surface;

calculating a ~~theta~~, ~~theta equals~~ equal to the viewing angle minus the object angle plus pi;

assigning a function of theta to alpha, if the mode is FRONT\_ONLY or BOTH\_SIDES;

assigning a function of theta minus pi to alpha, if the mode is BACK\_ONLY;

comparing alpha to zero;

assigning zero to alpha, if the mode is FRONT\_ONLY and alpha is less than zero;

assigning zero to alpha, if the mode is BACK\_ONLY, and alpha less than zero;

assigning minus alpha to alpha, if the mode is BOTH\_SIDES, and alpha is less than zero;

and

assigning a transparency factor to alpha.

21. (Canceled)

22. (Currently Amended) A method comprising:

identifying a vector normal to a viewing surface and incident at an object having a planar  
~~an~~ object surface, the vector creating an angle of incidence at the planar object surface; and

modulating the transparency of an image of the object as a function of the angle of  
incidence of the vector at the planar object surface, wherein the function comprises a cosine  
function.

23. (Canceled)

24. (Currently Amended) A method comprising:
- identifying a vector normal to a viewing surface and incident at an object having a planar ~~an~~ object surface, the vector creating an angle of incidence at the planar object surface; and
  - modulating the transparency of an image of the object as a function of the angle of incidence of the vector at the planar object surface, wherein the function comprises a non-linear function.
25. (Canceled)
26. (Currently Amended) A method for generating a transparency factor for an image of an object, the method comprising:
- selecting a viewing surface;
  - selecting a vector normal to the viewing surface;
  - determining an angle of incidence at a planar ~~the~~ object surface created by the vector normal to the viewing surface; and
  - calculating the transparency factor from the angle of incidence, wherein calculating the transparency factor from the angle of incidence comprises calculating a cosine of the angle of incidence.
27. (Canceled)
28. (Currently Amended) A method for generating a transparency factor for an image of an object, the method comprising:
- selecting a viewing surface;
  - selecting a vector normal to the viewing surface;
  - determining an angle of incidence at a planar ~~the~~ object surface created by the vector normal to the viewing surface; and
  - calculating the transparency factor from the angle of incidence, wherein calculating the transparency factor from the angle of incidence comprises calculating a non-linear function of the angle of incidence.

29-31. (Canceled)

32. (Currently Amended) A computer comprising:

a processor;

a computer-readable medium comprising a storage device comprising a memory; and

a computer program capable of being executed from the computer-readable medium by the processor to modulate a transparency factor of an image of an object as a function of an angle of incidence of a vector at a planar surface of the object, the vector being normal to a viewing surface, wherein the function comprises a cosine function.

33. (Canceled)

34. (Currently Amended) A computer comprising:

a processor;

a computer-readable medium comprising a storage device comprising a memory; and

a computer program capable of being executed from the computer-readable medium by the processor to modulate a transparency factor of an image of an object as a function of an angle of incidence of a vector at a planar surface of the object, the vector being normal to a viewing surface, wherein the function comprises a non-linear function.

35-36. (Canceled)

37. (Currently Amended) A computer readable medium having computer-executable instructions stored thereon for performing a method, the method comprising:

modulating a transparency of an image of an object as a function of an angle of incidence of a vector at a planar surface of the object, the vector being normal to a viewing surface; and  
modulating the transparency non-linearly.